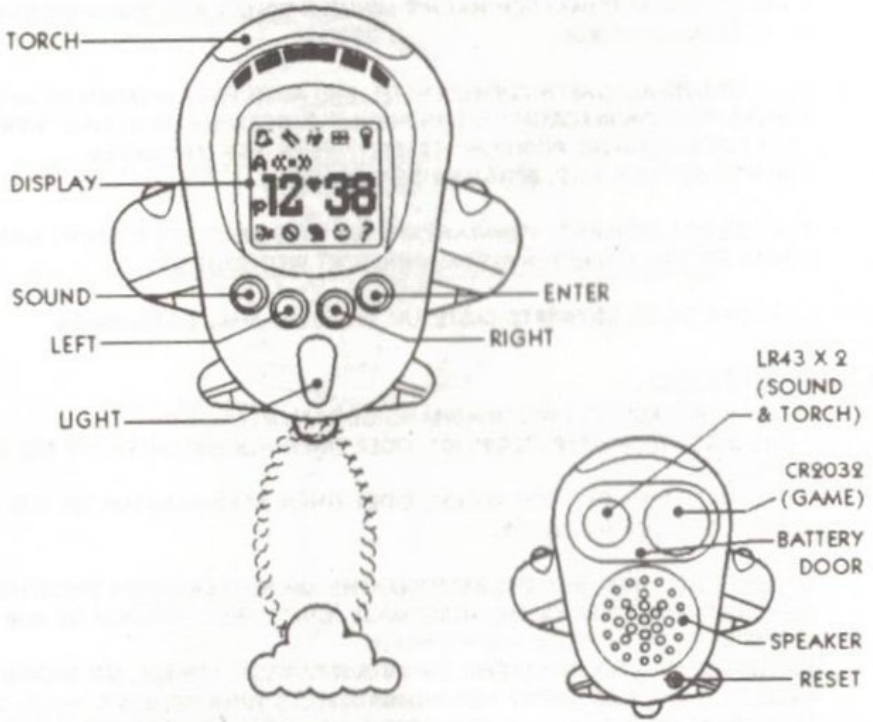
AERO GAME INSTRUCTION MANUAL



1) GAME OBJECTIVE

THIS GAME IS TO TRAIN THE USER TO BE A GOOD **FLIGHT ATTENDANT** RESPONSIBLE FOR PASSENGER'S COMFORT DURING THE FLIGHT. YOUR RESPONSIBILITY IS TO SERVE AND TAKE CARE OF THE PASSENGERS AT THE SPECIFIC TIME REQUEST. IF YOUR PERFORMANCE IS GOOD YOU WILL BE PROMOTED. HOWEVER, YOU WILL BE DEMOTED IF YOU ARE LAZY OR IMPOLITE.

2) KEYS

3 KEYS FOR GAME OPERATION:

LEFT KEY:	TIME MODE - DECREASES TIME GAME MODE - REVERSES ICON SELECTION
RIGHT KEY:	TIME MODE - INCREASES TIME GAME MODE - FORWARD ICON SELECTION
ENTER KEY:	TIME MODE - TOGGLE SOUND ON/OFF GAME MODE - CONFIRM/CHECK TIME
SOUND KEY:	TO ACTIVATE TAKE OFF
LIGHT KEY:	TO TURN ON THE TORCH
RESET KEY:	TO RESET THE TIME AND GAME

3) TIME

THE TIME IS A 12HR FORMAT CLOCK WITH HOUR AND MINUTE DISPLAY. THE TIME CAN **ONLY** BE SET AFTER **RESET** KEY IS PRESSED OR A NEW BATTERY (CR2032) IS INSTALLED. IN TIME SETTING MODE, THE HOUR DIGIT WILL BLINK. PRESSING **LEFT/RIGHT** WILL DECREASE/INCREASE THE HOUR DIGIT CORRESPONDINGLY. PRESSING **ENTER** KEY WILL CONFIRM THE HOUR DIGIT AND THEN SELECT MINUTE DIGIT, USE **LEFT** AND **RIGHT** KEYS TO SET THE MINUTE DIGIT. PRESSING **ENTER** KEY CONFIRMS THE MINUTE DIGIT AND THE TIME SETTING PROCESS IS COMPLETED. THE GAME WILL START IMMEDIATELY AND THE TIME **CANNOT** BE ALTERED AGAIN.

4) JOURNEY

THE GAME IS DIVIDED INTO 6 FLIGHTS WITH DIFFERENT DESTINATIONS, WHICH ARE: **LONDON** (1 DAY), **NEW YORK** (2 DAYS), **SYDNEY** (3 DAYS), **TOKYO** (5 DAYS), **DUBAI** (6 DAYS) AND **RIO DE JANEIRO** (3 DAYS).

5) TITLE

THE **FLIGHT ATTENDANT** HAS AN INITIAL TITLE OF TRAINEE. AFTER EACH FLIGHT YOUR PERFORMANCE WILL BE REVIEWED. IF YOUR PERFORMANCE IS GOOD YOU WILL BE PROMOTED TO **ATTENDANT, SUPERVISOR, PURSER** AND **COMMANDER** IN SEQUENCE.

6) ACTIVITIES

THERE ARE TOTALLY 10 DIFFERENT ACTIVITIES FOR THE GAME.

BEVERAGES
SERVE DIFFERENT DRINKS(COCKTAIL, JUICE OR COFFEE) TO PASSENGERS

MEAL
SERVE DIFFERENT FOOD (CHICKEN, EGG OR NOODLE) TO PASSENGERS

GIFT
SELL DIFFERENT DUTY FREE GOODS (TIE, PERFUME OR WATCH) TO PASSENGERS

MOVIES
SHOW DIFFERENT KINDS OF MOVIES (COMEDY, LOVE STORY OR CARTOON) TO PASSENGERS

LIGHT
TURN LIGHT OFF OR ON

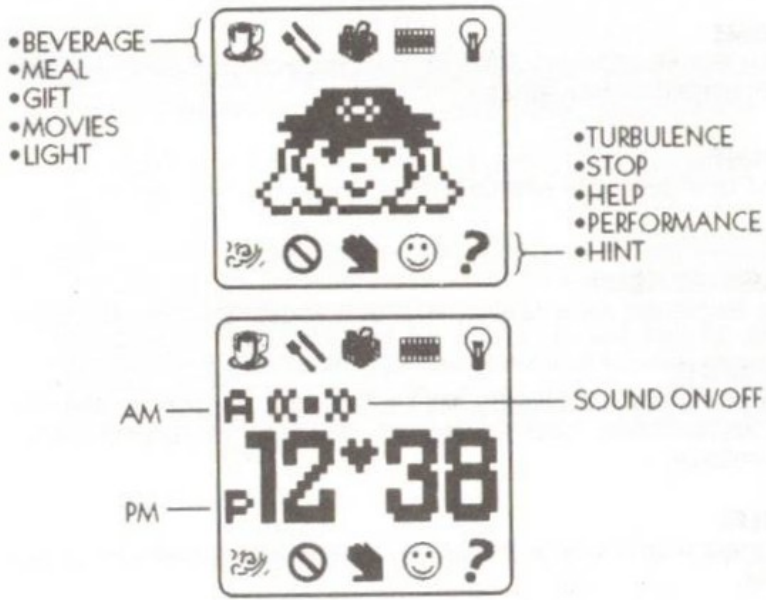
TURBULENCE
ADVISE PASSENGERS TO FASTEN OR RELEASE SEAT BELTS

STOP
STOP PASSENGERS SMOKING, USING MOBILE PHONES OR COMPUTERS IN CERTAIN PERIOD OF TIME

HELP
ASSIST PASSENGERS WITH HEADPHONES, MEDICINE OR BLANKET

PERFORMANCE
SHOW THE PERFORMANCE INDEXES OF THE FLIGHT ATTENDANT. THE SCORE INDEX FOR **SMILING FACE, HEART** OR **DOLLAR** WILL BE SHOWN ONE BY ONE. IF THE PERFORMANCE IS NO GOOD, THE STATUS OF **LAZY, IMPOLITE, POOR** OR EVEN **TIRED** WILL BE SHOWN. IF THE PERFORMANCE IS GOOD, THE STATUS OF **HAPPY, SINCERE** OR **RICH** WILL BE SHOWN. IN ADDITION, THE TITLE OF THE FLIGHT ATTENDANT AND THE DESTINATION WILL BE DISPLAYED.

HINTS
THIS IS AN INDICATOR THAT CERTAIN EVENTS HAPPEN AND THE FLIGHT ATTENDANT MUST PERFORM THE CORRESPONDING ACTIVITY WITHIN A FIXED TIME PERIOD. IF THE CORRECT ACTIVITY IS DONE, OR AFTER 25 MINUTES THE CORRECT ACTIVITY HAS NOT BEEN DONE, THIS INDICATOR WILL BE SHUT OFF.



7) GUIDELINES

- THE GAME IS DIVIDED INTO 3 PHASES: GAME START, GAME MODE AND GAME END.
- THE GAME START AND GAME END MODE WILL BE PRESENTED AUTOMATICALLY.
- CERTAIN FIXED EVENTS WILL HAPPEN AND THE FLIGHT ATTENDANT NEEDS TO TAKE CARE AND PERFORM THE CORRESPONDING ACTIVITIES.
- WHEN CERTAIN EVENTS HAPPEN, THE HINT ICON WILL BE TURNED ON.
- IF THE CORRECT ACTIVITY IS DONE WITHIN:
  15 MINUTES, 1 MARK WILL BE GIVEN
  15-25 MINUTES, 1/2 MARK WILL BE GIVEN
  25 MINUTES PLUS, 1 MARK WILL BE DEDUCTED
- NO MARK WILL BE DEDUCTED IF INCORRECT ACTIVITIES ARE PREFORMED.
- IN GAME MODE, PRESS **ENTER** KEY TO SELECT ACTIVITY ICONS. ONCE SELECTED PRESS **ENTER** KEY AGAIN TO OBTAIN FURTHER DETAILS OF THE ACTIVITY. AFTER FINAL SELECTION. PRESS **ENTER** KEY TO CONFIRM.
- THE FIXED EVENTS WILL MOST LIKELY BE AS FOLLOWS:

- **EARLY MORNING**	: TURN LIGHT ON
- **MORNING**	: BEVERAGE, MEAL, GIFT, MOVIES, TURBULENCE, STOP OR HELP
- **NOON**	: BEVERAGE OR MEAL
- **AFTERNOON**	: BEVERAGE, GIFT, MOVIES, STOP OR HELP
- **EVENING**	: BEVERAGE, MEAL, GIFT, MOVIES, TURBULENCE, STOP OR HELP
- **NIGHT**	: TURN LIGHT OFF

- EACH DAY AFTER 9.25PM, THE UNIT WILL SWITCH OFF TO SIMULATE NIGHT-TIME. THE DISPLAY WILL BE AUTOMATICALLY TURNED ON AFTER 7.29AM TO SIMULATE DAYTIME.
- DURING NIGHT-TIME, NO ACTIVITY IS RECOMMENDED. IF THE UNIT IS ACTIVATED BY PRESSING **ENTER** KEY, IT WILL AUTOMATICALLY DEACTIVATE AFTER 2 MINUTES.
- IF YOUR PERFORMANCE IS GOOD YOU WILL BE PROMOTED TO A HIGHER TITLE. IF YOUR PERFORMANCE IS POOR YOU WILL BE DEMOTED TO A LOWER TITLE. IF YOUR PERFORMANCE IS AVERAGE YOU WILL KEEP YOUR CURRENT TITLE.
- OBTAINING CERTAIN MARKS AT THE END OF THE FLIGHT, YOU WILL BE ALLOWED TO CONTINUE TO THE NEXT DESTINATION.
- PRESS **RESET** KEY TO RESTART A NEW GAME.

8) BATTERIES

THIS UNIT USES 2 INDEPENDENT SETS OF BATTERIES:
- ONE X CR2032 OR EQUIVALENT BATTERY FOR THE GAME OPERATION
- TWO X LR43 OR EQUIVALENT BATTERIES FOR THE SOUND AND THE TORCH.

UNSCREW THE BATTERY DOOR TO REPLACE NEW BATTERIES. IF THE GAME OPERATION DOES NOT WORK PROPERLY, REPLACE THE CR2032 BATTERY **ONLY. THEN PRESS THE RESET KEY ONCE TO ENSURE THE UNIT FUNCTIONS NORMALLY.** IF THE GAME OPERATES PROPERLY BUT THE SOUND OUTPUT LEVEL IS TOO LOW, OR THE TORCH LIGHT IS TOO DIM. REPLACE TWO X LR43 BATTERIES **ONLY.**

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